$QUANDER ENDORSED BY MILLIONAIRE

Millionaire Magazine, December, features the $quander Story

"I heartily recommend $quander to all millionaires," says millionaire Elwood Gardner... whose above quote is as phony as his millionaire status. Actually, Mr. Gardner is one of Avalon Hill's ace representatives posing as a millionaire in the $quander give-away promotion. Clad in a dark suit bulging with fake money, Mr. Gardner has been touring the shopping centers in a chauffeur-driven cadillac limousine to publicize the new game.

The promotional stunt got off to such a successful start that Millionaire Magazine did a feature article on the entire bit. This magazine is one of the most unusual publications on the market with "you don't have to be a millionaire - just think like one" as its editorial guideline. Available from Millionaire Magazine, 2789 Long Beach Boulevard, Long Beach, California, price is $7.50 per copy... and if you want to see the big $quander story ask for the December '65 issue.

Meanwhile, look for the millionaire to appear in your home town.

Report from the Huntington PBM League

...A new league Judge has been chosen. Terry Zuber, 9197 Creekwood Dr., Mentor, Ohio 44060. Please use him to the best possibility.

Our Games and Rules Committee has adopted several regulations for absent minded players. I shall mention only a few due to space and number. Any unit located in a zone of control without attacking will be retreated one square by the Defender. Naturely if the unit is surrounded it will be removed from play. If the Defender fails to enclose a dated stock listing, it is the Attackers option to consult the listings in his own paper and correct the results if discrepancies exist. He must furnish proof, of course. If the date given by the attacker is given on a day when no transactions take place, the Defender will use the next day daily listings are available.

Members: Those of you desiring to keep your same number, be sure to send in your dues this month. If you want to try to climb up in seniority send your dues in December. Please enclose a list of games which you own.

Want to join? Send an index card with your name, address, zip code, list of AH games you own and the game and side preference for your first game. League address: 6413 Auburn Rd., Ashtabula 44006...Bruce D. Mathews, Correspondence Secretary.

Play-by-Mail League Survey

The HUNTINGTON PLAY-BY-MAIL LEAGUE, an organization that is attempting to provide suitable opponents for certain AVALON HILL games, is, through the Rules Committee, making an appeal to any and all players of A-H

(Continued on PAGE 8)

TV Network to Feature Avalon Hill

The National Education Television Network will soon feature filmed highlights of the making of an Avalon Hill game. Growing public awareness of Avalon Hill's place in education triggered the production of this program. It will be shown across the country on more than 100 member stations.

The NETN consists of a large group of stations pertaining to education, only. The story on Avalon Hill will be viewed sometime early in December on a program entitled "At Issue" in conjunction with their series concerning leisure time activities.

The entire show, filmed at Avalon Hill last October, takes the viewer from prototype testing stage through final printing stage. In between, a running commentary tells the viewer the entire Avalon Hill story from soup to "nuts" (no offense intended.)

Where will you be able to see this program? Not on a regular TV channel. So we suggest that you call your local TV station for information regarding the closest educational channel in your locale. Or, write to the National Television Network, WETA-TV, Channel 26, Washington, D.C.

Our Apologies...

...for the lateness in shipping Blitzkrieg to you subscribers. Nevertheless, you were the ones who received it first, ahead of the normal direct-mail business. Apparently many of you were bugging your dealers immediately after the first of October. Well, sir, they didn't even know about the game because our usual promotional literature was still in transit. But it was great of you to have bugged them so because on October 20, the day first copies came off the assembly line, we already had orders in hand from many retail outlets. The delay in shipping was due largely to a production problem. We have overcome this problem and are now only two weeks behind in processing the orders. Sorry for the delay.
**AREA NEWS...**

The purpose of this column is to acquaint you with what's going on in the different sections of the country. We suggest that news of interest regarding club activities, tournaments, league play and other tidbits of information be submitted directly to the respective area editors. Here are your editors... use them...

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**East**

Laurence Plumb
126 Washington Highway
Amherst, New York 14226

EDITOR - covering Maine, New Hampshire, Vermont, Massachusetts, Rhode Island, Connecticut, New York, New Jersey, Pennsylvania, Europe,

**Attack & Expectations**

by Stanley Hoffman for Laurence Plumb

Expectation may be defined as the predicted average, i.e. the result that you may expect with average luck. It is found by multiplying the probability of the result by the amount of gain or loss of that result. (For example, the result of a 1-4 battle may be computed thusly: the probability for no units lost (P(0)) equals 1/2. P(1) equals 1/2. 1/20 plus 1/2(1) equals 1/2. In factors, with four factors committed, the equation would be 1/2(0) plus 1/2(4) equals 2. This may be extended to a series of attacks in a game such as Stalingrad such as: 3-14, 5-14, 7-14, 14-14, 5-7, 42-14, 21-3. The expected German (attacker) losses would be, using the PBM table, .7(3) plus .3(5) plus .5(7) plus .5(14) plus .0(7) plus .3(14) plus .0(3) equals 18.3 factors. The Russian loss would be .2(7) plus .4(7) plus .7(7) plus .6(7) plus 1.3 equals 16.3 factors and .2 plus .4 plus .7 plus .6 plus 1 or 2.9 units. This analysis can be applied to soakoffs vs. doubled 5-7-4's. A three at 1-5 loss .7(3) or 2.1 factors while a 1-3 losses .3(5) or 1.5 factors. The German commander must decide whether he can afford the higher maximum loss in the 1-3. A series of 1-2 battles vs. doubled units (5-7-4's for the sake of argument) can be shown to be fatal to the German. 10 1-2's yield the following results: 25 German factors lost, 2 Russian dead, the Russian line broken in two places. If the Russians succeed in wiping out the Germans that moved across, or if the German units remain on the river line for some reason, and are destroyed, the Germans lose 49 factors. Even assuming the Russian losses two units in the counterattack, a repetition of this strategy would leave the Russians with eight dead beyond normal losses and the German with 100 factors destroyed above normal losses. This strategy of 1-2's has lead to the rapid defeat of every opponent who used it against the MITWGS.

Obviously this method of analysis is applicable to any set of attacks or attack strategy in any game with any form of combat results table. For instance it can be used in D-Day to demonstrate that a defense that allows 3-2-1 attacks will allow 2(2.1) plus 1(.3) equals 3.3 units ashore. The number of places that the allies get ashore is (3.7) or 2.1 places.

This technique can be combined with the technique of probability to determine the probability of worse (or better) results and whether they can be tolerated.

For instance, it might be useful to compare the expected results of 42 factors attacking doubled 5-7-4's in various manners.

<table>
<thead>
<tr>
<th></th>
<th>1-2</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>German factors lost</td>
<td>21</td>
<td>21</td>
<td>12.6</td>
<td>4.2</td>
</tr>
<tr>
<td>Russian factors lost (units)</td>
<td>8.4</td>
<td>8.4</td>
<td>6.3</td>
<td>4.9</td>
</tr>
<tr>
<td>Russian positions broken</td>
<td>1.2</td>
<td>.9</td>
<td>1.05</td>
<td>1.</td>
</tr>
<tr>
<td>G. factors/Russian killed</td>
<td>17.5</td>
<td>17.5</td>
<td>14.6</td>
<td>6.</td>
</tr>
<tr>
<td>G. factors/Russian position broken</td>
<td>17.5</td>
<td>23.3</td>
<td>12.</td>
<td>4.4</td>
</tr>
</tbody>
</table>

It can be seen quite easily that the 3-1 is by far the most effective of the attacks. It must be remembered in this analysis that in games there are some positions that must be broken in one turn if possible. In cases such as this one must take the best attack one can muster.

Please direct any comments or criticisms at Stanley D. Hoffman, Apt. 307, 50 Massachusetts Ave., Cambridge, Mass. 02139.
For the Germans, the sure-fire plan starts on the first move. The German infantry should attack any American unit it can reach at 1 to 1 in the hope of rolling an "engaged". A spot for "breakthrough" should be picked and all of the Panzers directed toward it. (The road from St. Vith to Houffalize is a good spot.) With a little luck the Germans will have Bastogne on the third turn and be behind most of the American units except for the reinforcements. The first wave of Panzers should push on to the Meuse which will take about four turns if all goes well. The second wave of Panzers should be directed toward Spa through St. Vith to take these two cities in case they have not already fallen to the infantry. The game should be over in about ten moves.

What's that? You don't like my perfect plans? No fun you say? I rest my case! (I can no longer accept play-by-mail games and must discontinue the ones that I am already in because my local paper no longer prints sales in hundreds.) Comments, anyone...

Midwest

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EDITOR - covering Ohio, Indiana, Illinois, Michigan, Wisconsin, Minnesota, Iowa, Missouri, Arkansas, Louisiana.

Gettysburg: tactics '58-'64

Myron Brundage's Editorial Staff

It crossed my mind as of late that there hadn't been an article on Gettysburg in a heck of a long time, so I decided to contact some of my staff and write one.

As all Civil War buffs and players of Gettysburg know: Gettysburg is a game in which the task of the offense belongs to the Confederates, while the burden of the defense to the Union. Therefore, it immediately becomes apparent what the Strategies and Objectives are.

The Objectives

The CSA objectives in order are:

1. Wolf Hill -- Cemetery Hill -- Cemetery Ridge -- The Round Tops Line. The Yanks must block the capture of these strategic points early in the game or all is lost for them. Therefore, the main objective becomes Cemetery Hill overlooking the town of Gettysburg. It becomes a matter as Nathan B. Forrest said, "To git thar faustest with the mos'test men."

The Tactics

The appearances are that both sides will be directing their attentions towards capturing this objective and preventing its capture by the enemy. Heth, who comes in down the Chambersburg Pike, will have to reach Gettysburg and Cemetery Hill before Reynolds comes all the way down the Emmitsburg Road. The smart Union player will attempt to delay Heth along the Chambersburg Pike by placing his two cavalry units as far up the pike as possible and off to the left-hand side of the road where their odds double; one behind in support of the other. In doing this the Union player may give himself enough time to have Reynolds reach Cemetery Hill with his artillery and fortify.

The Union player whose cavalry delays Heth long enough to get Reynolds situated on Cemetery Hill should then form a center of gravity about Cemetery Ridge with a supporting strike around the left flank. With any luck the Rebs can be pushed back to Seminary Ridge and those units with the rabbit feet can begin cutting the Southern Army in two, which will lead eventually to the end.

However, if the Confederate player has good luck and Heth manages to reach Cemetery Hill before the 1st Corps arrives on the ridge, he should bring his artillery to bear against Reynolds. If the Rebs are successful in this they will force the Union player to take to the Round Tops. The taking of Powers Hill at this point with an artillery piece will cut off the Baltimore Pike and a source of supply for the Union.

The Union player, meanwhile, should watch his flanks and not leave them up in the air where the Rebs would be sure to attack. At the same time, however, the Union player should be watching for same on the Confederates' flanks so that he can hit them. Also, beware of Johnny Reb when Slocum arrives on the Baltimore Pike because there he will be in open ground and subject to enfilades which will wipe him out.

After this point the Confederate player should then begin to fall back and prepare for Billy's 6 am Reinforcements on the hills and ridges that he has won.

At this point the Union has the initiative: if it is not used to the best advantage the Confederate player can in a few moves begin a great pincer movement towards the Round Tops line cutting supply and retreats which will surely give the Rebels Meades' sword.

Side Notes on Artillery

For a long time Gettysburg fans have been discussing what the proper range is for artillery in Gettysburg. My staff researched it and came up with following facts: I) Artillery fire in the actual battle was exchanged between Cemetery Ridge and Seminary Ridge. Which on A.H.'s Gettysburg board is a distance of 3'/4. II) Union artillery was a mixed artillery in battery set-up. With a ratio of 2/3 Napoleon (short range) guns to 1/3 rifle (long range) cannon. A) Napoleon cannon had an accuracy of 1" in comparison to the board, while B) rifle cannon had an accuracy of 3".

The conclusion we came too was that A.H. must have taken a happy medium by assigning a 2 range factor to the Gettysburg artillery. We suggest to make your artillery historically more accurate give it a range up to 3" with the odds of effectiveness being 2's halved, since the rifle cannon with the effective range of 1" was only a 1/3 of the artillery force.

If you wish to investigate further, I suggest you check with 'The Sounds of the Guns' a standard artillery reference.

For fans who like artillery in their game we suggest you use the old '58 artillery set up in the '64 version.

My thanks to my staff: Mr. John Rockholz for the major CSA Tactics, to Pfc. John Batty for Union Tactics, & to Mr. Hal Frank for his historical notes on artillery.

West

Stan Wolcott
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Hastings, Nebraska


Stan Wolcott's "West" column does not appear in this issue...school activities precluded him from devoting full attention to news from his area.

Southwest

Tom A. Bosseler
5423 Fallbrook Avenue
Woodland Hills, California

EDITOR - covering Oklahoma, Texas, New Mexico, Arizona, Nevada, California, Hawaii, Far East.

Attention! If you are interested in obtaining the up-to-date AH rules used by the California Club send a self-addressed stamped envelope to me,
Defensive Reserves

by George Phelps

The use of a reserve on defense is twofold. One, it allows the defender to meet each of his opponent's thrusts with concentrated strength and two, it allows him to converge easily for a counter-attack. I am not saying that this form of defense is infallible but it will enable the defender to hold out a lot longer after a heavy defeat than the orthodox "cordon" line; the extra time perhaps meaning victory.

In theory, the defensive reserve can best be described by the following diagram:

L [Arrow] R

'\L' represents the line while 'R' represents the reserve. Wherever the attacker breaks through, the reserve will be ready to counter it. Imagine for a minute the reserve has disappeared. Now if the attacker cracks the line, what will stop him?

So the reader can follow more closely the ideas of this defense, let us take an example.

Below is the setup for a hypothetical game of D-Day. All present '65 rules are being used.

15th Army 19th Army 1st Army
84-AA18 244-V18 3Air.-Q18
271-Y18 712-T18 326-P17
17LW-X19 708-S18 344-017
711-W19 189-R18
343-W19 18LW-R18
7th Army Neth
275-N17 158-K17
276-N18 346-L17
148-L17 319-116
157-L17 277-G13

Added to the line portion of the defenses are the Armored Forces, those being under an independent command.

Lehr-X16 3SS-P15 2-R14
9SS-U16 12SS-N14 25SS-R16
17SS-S16 49SS-M15 25SS-K15

The general situation is as follows. The Allies landed in Brittany and were severely bottled up. At the 9th week however they hit again at Calais. They completely shattered the German army forcing the remnants to flee to the East. It is now the 18th week. The overall strategy of the German is to hold out for canvas.

There are three possible Allied attacks. 1) Air attack and land attack on the front line will still leave the reserve intact which can then take the important positions. 2) Air attack on the reserve will still leave the front line. 3) Or, the Allies can hit the front line with a land attack and the reserve with the air power. Here, however, the remnants of each line should be able to keep the Allies in check.

From this set-up one can see that at least 3 Panzer divisions can be concentrated at each important point. Note the importance of the 2nd Panzer. This division is ready to replace any lost division and is generally function as a plug. To aid the defense against air attack few units are "doubled". This will force the Allied player to waste each "bomb" on one target.

Tactics & Strategy Part 3

by David Whiskeyman

This is the third in the series of articles dealing with offensive and defensive maneuvers. (Part 1 in May, Part 2 in July). While still on the offense, the present maneuver concerned is...

PENETRATION---In conventional modern warfare of the last half century, if not through the entire history of organized warfare, penetration has been a key to early victory and rapid destruction of the opposition. Though not always the best choice of maneuver, it comes into its own, as do flank attacks and envelopments, where appropriate. (An attempt at penetration strikes more directly at the enemy strength; therefore, slightly higher losses are in order.) Sometimes penetration may be the only alternative; however, if the enemy is weak or overstretched, the choice to penetrate will probably be the best possible.

As in nearly all offensives, the attacking army should be divided into three main parts: the main attack, the secondary attack, and the reserve. Dependant upon terrain, either armor or infantry will lead the breakthrough, or main attack. A secondary attack, if possible, is made to draw off enemy reserves. The principal effort of a secondary attack in a true penetration most often lies adjacent on either or both sides of the main effort. The reserve for this type of offensive move consists of armored and motorized infantry so that their speed and strength might exploit the breakthrough. Airborne forces, if available, may be used to capture positions behind enemy lines and/or assist in dividing the enemy front into two segments by joining up with the penetrating armored and motorized units.

An example of penetration is given in the D-Day diagrams.

Diagram A shows the German defensive line and its one fatal flaw. (Either a unit or units of sufficient strength should have been placed on "X" or both the 9th and 1st SS armored units should have been placed one sector to their respective rears.)

Diagram B shows the same area of France after allied movement and resolved combat. (NOTE: Allied armor is also shown here spread out behind the front line infantry. This tactic allows the armor to mass with sufficient
Stop the Allies on the Beaches

by Don Drewek

The following is a D-Day setup designed to prevent any successful Allied landing:

**Reserve Armor:**
- Airborne: 9SS, 49SS, 51SS - D5 5 - FF41 (333)
- 8SS, 15SS, 25SS - C5 6 - RR25 (553)
- 106 - C4 6/2 - O 23 (113)

**Armor, Armored Infantry:**
- 443 - V39 443 - U42 343 - G13
- 443 - V40 443 - M23 343 - H14
- 443 - U41 443 - O25 343 - R29
- 443 - S2 343 - S32
- 443 - SS31

**Infantry:**
- 444 - V36 444 - P26
- 444 - Q27

**Statica:**
- 7 - Q25
- 5 - X20
- 19 - B840
- 40 - V40
- 40 - V40
- 41 - N = 1 4
- 44 - V43 B - G11
- 45 - AA41
- 44 - X41
- 40 - R29 (2) - LL41
- 41 - S30
- 33 - S32
- 34 (1) - S31

**Headquarters:**
- 1 - S28

**Tactics for U-Boat**

Ken Hoffman

U-BOAT could be called another of the "forgotten" All war games. Articles, to date, have been nonexistent about it. It seems as though many people are quite dissatisfied with this game. I feel, however, that there is a great deal of promise in a game where it is truly one player's mind against another's.

One major rule change should be made. That is that it should take 2 hits to sink either the DE or UB in surface combat. I think it's a bit foolish, considering that a DE isn't too small, that single hit from 3" or even 5" naval gun would sink it. As to the UB, the 1st hit would no doubt hurt it, but a lucky hit indeed it would be to sink it. Coinciding with this rule is the movement rate reduction. The 1st hit on the DE incurs a 1 square penalty; allowing it to move only 3 squares maximum per turn. The UB, when hit, can only move 1 for the remainder of the game.

**Tactics for the U-Boat**

The UB should play out its greatest advantage - that of maneuverability. When the DE comes charging in - just start twisting and turning to evade him. Of course, the choice of squares is all up to you when under depth charge attack, but make notes on where he goes. This will ultimately reveal; if not a subconscious pattern, at least some sort of favorite attack. When the DE gets behind you, if he does, every turn you make should include a 90 degree turn. This will put you on a 45 degree course for the Convoy Zone. As for torpedoes. This depends on what type of commander the DE skipper is. If he is the bold type, it will take too many "fish" to cover all possible squares. When you are playing the timid type - put out one torpedeo at the beginning. This will get him scared, and allow you to move 2 on the surface for an extra turn or two. 200 feet is the best depth. There you can go up 100' and fire fish, or go down 200' when under depth charge attack.

**Tactics for the Destroyer Escort**

The first thing to remember is to get into gun range of the UB while he's on the surface. Torpedoes should mean little in these critical opening moves. You must dash in and try to at least get an opening hit on him. Should you score a hit, this will come in extremely handy at the end when, and if, you have forced him to the surface. Needless to say try and get into position to ram - - but with any kind of competent UB skipper this is an extremely hard maneuver. After the UB has submerged, get behind him. This makes all depth charge attacks much easier. The streamer used here is demonstrated in the movie, "The Enemy Below". The DE comes around, attacks with depth charges from the rear, and veers off to either port or starboard to come around and attack again. It's most infuriating to the UB to see the DE come charging down on him every 2nd or 3rd turn! Keep notes on where the UB hides when under DC attack. This will come in quite handy. Don't fall into a pattern! This is fatal. The UB will also keep notes and thus will elude you every time at all costs be in range when and if you force the UB to the surface. If you got a hit on him before, here is your chance to make good on it. Good Hunting!

Any comments will be most gladly received at my home address: Ken Hoffman, 266 Carroll St., New Bedford, Mass. 02740.

THE GENERAL
A New German Approach to Afrika Korps

by Jared Johnson

Every Afrika Korps player has his own ideas, but in my opinion, all surefire plans for capturing Tobruch before the first Allied reinforcements arrive, are ridiculous. The German player can only rely on phenomenal luck or a colossal blunder on the Allied player’s part. A new approach is needed. This article is concerned with one objective: Getting onto the strategic escarpment squares around Mechili or between P-22 and S-29, without having to fight for them. This way, you will save a supply unit, and avoid the chance of a costly exchange in a 3-1 or 4-1 battle. This can only be done by clever maneuvering and by a tactic called “herding”, “Herding” is the act of partly or totally surrounding a smaller and less powerful army, forcing it to pull back its forces and set up defenses in a smaller area. Once this is accomplished, you can start on the second objective: Boxing up the Allied units in and around Tobruch, to prevent small 1-1-6’s from endangering your supply lines. From there the German can proceed to El Alamein or take Tobruch safely, at his leisure. Here is the first German move: (Rommel moves to W-8 with the Bologna and Trenta unit, giving them both two extra squares. Then he moves to S-11 with the remaining units, giving them all two extra squares.)

- Savena W-3 *Ariete R-17
- Trenta J-3 21/3 22/1
- Bologna L-7 21/104 N-17
- Rommel R-15 21/5 21/2
- Pavia R-15 Supply #1 Q-17
- Brescia R-15

Notice the strategic positions that each unit is moved to. The Trenta and Bologna units will guard against any attempts by the 7/7S.G. to endanger supply lines. The 21/104 or the 21/5 can make it around Mechili, with Rommel’s help, to F-17, G-18, or H-18. The key position is N-19. The first time you use this strategy, it is likely that your opponent will not place a unit there. By controlling this square you can move freely from the escarpment squares P-22 through S-29 to the escarpment squares around Mechili. On your second turn, if possible, you should move your Ariete unit to N-19, or with Rommel’s help, to N-20. Because you will be able to shift your positions so quickly, the Allied player will be hard put to defend the entire line of escarpments. He will be forced to withdraw or let himself be attacked when he isn’t doubled. Suppose the Allies do get a hold of N-19. Then what? First Allied move:

- 7/7S.G. L-12 Supply #1 Tobruch
- 22/Gds F-17 7A/1 Salum
- 9A/20 H-16 7A/2 Salum
- 2/3 K-18 41/5 J-62
- 7/31 Motor N-19 41/7 J-62
- POL J-62 41/11 J-62

Second German move:

- Trenta C-10 *Ariete R-23
- Bologna P-11 21/3 S-29
- Rommel T-21 *21/104 S-25
- *Brescia T-21 21/5 P-22
- *Pavia T-21 Supply #1 T-21

*two square bonus with Rommel

Second Allied move:

- 7/7S.G. L-19 Supply #1 Tobruch
- 22/Gds F-17 Supply #2 J-62
- 9A/20 M-22 7A/1 P-28
- 2/3 N-25 7A/2 P-28
- 7/31 Motor K-18 41/5 M-22
- POL J-62 41/7 P-31

The Allies had two problems on this turn. They had to make sure that the Trenta unit didn’t get past Tmimi on the coast road, and they had to make sure that the German 2-2-12 couldn’t get to the coast road in the first place. The rest of the units were placed so as to delay the German advance on Tobruch from the southwest escarpment squares.

On the third German turn, the 15th division should be moved up past Msus. This threatens the escarpment squares to the west of Tobruch again. They should be moved in approximately the same way as the 21st division was moved, so that they can move all the way around Mechili, and still make it back to the escarpment squares P-22 through S-29 if necessary. The 21/3 unit should be moved around to the southeast of Tobruch, somewhere between Sidi’ Omar and Bir el Gubi. From this position he threatens the coast line, and can also aid in attacks from the rear, by cutting off retreat routes. By now, any sensible Allied player should be ready to retreat to the escarpment squares around Tobruch, where the German player can easily box him in.

Address comments to Jared Johnson, 1548 Rochelle Drive, Chamblee, Georgia 30005.

Before the Bulge

by James F. Dunnigan

The Army Group the Germans gathered for their 1944 Ardennes offensive (which included 40% of all their armor) was indeed an impressively equipped force. It was not, however, an adequately equipped force. Shortages in such vital areas as communications, transport, overhead equipment and training all but condemned the attack to failure before it started.

Regarding the deterioration of the German ground forces up to 1944, the typical infantry division would be a good case in point. By 1944 the “Volks-Grenadier” division had 7 battalions of infantry (vs the US) and only 12 anti-tank guns, 12 anti-aircraft guns (20mm) and 17 assault guns. This corresponds to the US 36 AT guns, 32AA guns (40 mm, used mainly for ground defense) and 54 medium tanks. The German regiment (3 per div) had 1868 men, the US 3200. The German rifle company had 143 men, the US 197. Artillery was comparable although the US guns were motorized while the Germans were largely horse drawn. It should be noted that the US infantry division could be motorized whenever the need arose while the German infantry division was almost always walking (especially during the "Bulge").

There were exceptions, of course, to this German "type". The two parachute divisions were organized on the old (like the US) model. The 26V1 was also a "big" division (17,000 men). Of the 13 infantry divisions that participated in the initial assault, 10 were at between 80-100% of their 10,000 man strength (326, 246, 277, 12, 18, 62, 352, 276, 560, and 212 VolksGrenadier) while 3, 5 Para 26V1 were between 13-17, 000 strong.

The Panzer divisions had undergone fewer modifications through the war. There were now two types, regular and SS. The regular had 4 grenadier battalions (in two regiments) and three panzer battalions (one of assault guns) in a single panzer regiment. There were descrepancies in equipment. The last SS had about 50 each of Mk IV’s and V’s plus 42 Mk VI’s. It was by far the strongest panzer division the Germans had. The SS divisions had two more grenadier battalions than the regular panzer units in addition to 12 more 105mm SP guns. (The regular units had 24 105’s and 18 150’s). The first assault wave had 500 medium tanks in it plus 470 assault guns.

The allies had 4 2/3 divisions “in harms way” on December 16 (99;2;106; 28; CCA, 9Arm.; 12 Rgt, 4 Div). In addition to these two armored Cavalry regiments, (the 14th east of Loshiem, the 102nd in Monschau). This force consisted of 242 medium tanks, 182 tank destroyers (either SP or towed) and 394 pieces of artillery (over 200 of which were concentrated in 19 battalions of non-divisional artillery, 1 supporting
Keep Mail-orders Separate

Many of you write us often... for this we thank you as it helps develop a comraderie of sorts. Unfortunately, there are times when your letters and orders are not processed as quickly as you would like them to be. This usually happens when you combine requests for more than one thing in the same letter. Often such letters get bogged down while being shuttled from department to department. For example, many of you will send a letter that contains an order for games, plus games of a different sort, plus a question or two about specific games, a subscription to the General, and maybe even an "Opponents Wanted" ad. When such a letter is received it first goes to the subscription department. A day or so later it is sent to the shipping department where it may sit for several days depending on how many orders are awaiting processing at the time. After shipping, the letter is turned over to the Design Department where it awaits answering. Finally, it is sent to the "General" for typesetting of the "Opponents Wanted" ad. Conceivably, several weeks can be consumed before the entire operation can be completed.

We suggest, instead, that you keep such correspondences separate. Send us a separate sheet for each operation so that the above procedures can be accomplished simultaneously. We'll both be happier for it.

Contest #9 Winners

Information regarding the September contest was not received until after the publishing deadline. Winners names will thus appear in the following issue.

CONTEST NO. 10

"Foul", claim many contestants everytime we feature a contest built around a game they don't possess. Therefore, this month we are going to feature all of them. This will also give those of you who are really Avalon Hill fanatics an advantage for once.

We have listed on the ENTRY sheet names of facts which pertain to individual games. For instance; "Our River" pertains to Battle of the Bulge so you would write in "Bulge" under the Avalon Hill game column. Simple, what? Fair warning: most of the facts apply to only one game; but several apply to more than one in which case you must list every game to which they apply.

SUBMIT NAME OF YOUR DEALER

This contest has a two-fold purpose: that of increasing your library of games plus increasing our distributorship on the retail level. To accomplish the latter, you can help. Your ENTRY sheet must include the name and address of at least one Avalon Hill outlet in your area. (If there are more than one, include them also.) More important, if Avalon Hill games are not available at all in your locale, then give us the name and address of the dealer you would like to see stock our games.

HOW TO ENTER

This contest is free to all subscribers. Simply fill in the ENTRY sheet, along with the name of your dealer, and mail to: The Avalon Hill Company, 210 W. 28th Street, Baltimore, Md., 21211. Entries must be postmarked no later than December 12, 1965. Print your name and address clearly and make sure you list the game you wish as winning prize. Those who do not wish to mutilate their magazine may send a copy or photostat. Naturally, only one to a subscriber is allowed.

Ten winners will be named. Winning entries will be those who have matched up the most facts with games correctly. Winners will be awarded a free Avalon Hill game of their choice. ENTRY sheets that do not contain at least one dealer's name will be disqualified.

**CONTEST NO. 10**

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Name
Address
City
State
Your Prize
DEALER'S NAME & ADDRESS
Home Brewed Games

The typical Avalon Hill game aficionado (game nut) is an inventive one. So much so that we began listing those (July issue) who have designed their own. Continuing this feature, we find another World War II game played on a gigantic $7 \times 14$' mapboard. Designer Donald Greenwood, 128 Warren St., Sayre, Pa., includes all the nations of the world except South America. The game contains over 3,500 counters representing armies, navies and air forces.

Madrid, a game of the Spanish Civil War 1936-39, is the brainchild of Roger B. White, 16470 S. Park Blvd., Cleveland, Ohio.

John Schaefer, 2709 Norbert Street, Flint, Michigan, possesses a Coral Sea game based on Avalon Hill's Midway system of naval combat and air action. He also has a Grand Tactics game, a World War II invasion game, featuring 2 types of invasion transport, naval attack points, air-ground contact, a "airy" game board, and in his own words, "hairier rules."

Along these lines in a Tactics III model by The Centurions, an Avalon Hill Club presided over by David L. Arneson, 1496 Hartford Ave., St. Paul, Minnesota. It comprises four countries, army, navy, air forces, special tables for naval gun duels, destruction of industry plus all sorts of maneuver over a huge $4' \times 2'$ map for land operations and another same size mapboard for naval operations. Their club also has a World War II game, World War I game, a Korean game, plus several others built on the Avalon Hill format.

Compiled from actual historical records of the Civil War. The game of LEWSBERY is similar to original Gettysburg by means of play. LEWSBERY was a skirmish that occurred just before the great battle of Gettysburg, as the Penna. State Militia tried to defend their capital at Harrisburg from capture by the Confederate Army. You command the actual forces that fought just seven miles south west of the capital of Harrisburg, in this realistic, all skill game. For free information about this game of LEWSBERY, feel free to write to JIM JAY BIRNIE, 7 CLEMSON DRIVE, CAMP HILL, PENNA. 17011.

Wizardry at Waterloo

by Bernard W. Bopp

I hope that fans of the PAA who used my "Quandary at Quatre Bras" strategy were successful. However, being a fair-minded person, and not wishing to destroy play-balance, I am obligated to submit my plans for crushing the ultimate (?) defense detailed in the last issue (Sept. '65).

The French player is faced with six main attack areas. I list them below, with the advantages and disadvantages of each:

1. Braine le Comte road area: Advantages: a) Difficult for PAA reinforcement to get to. b) Once the river has been breached, the area is open, affording no defensive position to the PAA. Disadvantages: a) Remoteness; IC and IIC need at least two additional turns to get there. b) "Arriving" units often come up the road; these units could easily form a tough river defense.

2. Braine le Comte road area: Advantages: a) Once Nivelles is taken, the PAA defensive lines must be greatly extended. Also, Quatre Bras position is flanked. b) Roads out of Nivelles increase French mobility. Disadvantages: a) Easily defended funnel formed by woods. b) Remoteness; also, French command can be reinforced only with difficulty.

3. Woods between Nivelles and QB: Advantages: a) Splits PAA command; IC and IIC need at least two additional turns to get there. b) "Arriving" units often come up the road; these units could easily form a tough river defense. Disadvantages: a) Easily defended funnel formed by woods. b) Remoteness; also, French command can be reinforced only with difficulty.

4. Quesnoy area: Advantages: a) Splits PAA command; IC and IIC need at least two additional turns to get there. b) "Arriving" units often come up the road; these units could easily form a tough river defense. Disadvantages: a) Easily defended funnel formed by woods. b) Remoteness; also, French command can be reinforced only with difficulty.

Subscriber Discount...

The Coupon shown below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, 1 each from this and succeeding issues, you are entitled to a $1.00 discount applied to the purchase of any Avalon Hill game.

Here's how it works:

Each coupon is worth 25¢. But one coupon alone does not entitle you to a 25¢ credit. You must accumulate 4 different coupons before taking advantage of the $1.00 credit. When you have accumulated 4 coupons, then you clip them all together and send them in with your order for an Avalon Hill game. When ordering in this manner, you simply send us a check or money-order for $1.00 less than the usual retail value of the game.

Coupons can be used towards the purchase of games, parts, play-by-mail equipment and the General. They are valid only when ordering direct from the Avalon Hill Company. Coupons are not redeemable at retail outlets.

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Send your replies to: Fred Webster, 844 Ashcomb Dr., Valinda, Calif. 91744, by January 15, 1966.
position. Disadvantages: a) Fortified position; "exchange" could be crippling.
b) Difficult to get 3-1; extremely risky at lower odds.

b) Attack, if successful, flank QB hill position. Disadvantages: a) Terrain poor; funnel formed by woods and QB hill. b) PAA reinforcements readily available, meaning considerable time may be lost in attacking.

VI. Tilly: Advantages: a) French reinforcements readily available; PAA position can be reinforced only with great difficulty. b) PAA collapse, if achieved, will be final; it is highly improbable that another PAA stand can be made short of the LaLasne River. Disadvantages: a) Terrain poor; area is constricted by rivers and forests. b) Area is remote from Waterloo, with no good roads to aid movement.

I would reject area I for the reasons given: it is too remote and Anglo-Allied reinforcements coming up the road can easily hack up a corps or two. I also reject area III for the reasons given; in the games I have played, I have never seen a successful forest attack. Area IV is risky; and even if successful, the attack usually boils down to a war of attrition, neither side gaining much territory. The remaining areas, then, are the ones to receive the attack.

Because of their proximity to the area, IC and IIC should be used to attack Nivelles. The IC cavalry can be sent out in advance of the main column to eliminate any PAA cavalry resistance. It should be expected that nearly all available Anglo-Allied units will be used in defense of Nivelles. The French commander should expect victory, but not before morning of June 17. If possible, send along an extra three cavalry divisions for soak-off use.

The second attack should be directed toward area V. This is intended purely as a holding action, since this area is stoutly defended (at least four infantry divisions at any one time.) I generally use the third and fourth corps, reinforced with some cavalry, in the attack. The fifth corps functions as a strategic reserve and should be placed in front of the QB hill. In this position, it serves to prevent PAA withdrawal from the heights.

But it is at Tilly that the French have the greatest chance of success. Granted, Tilly is a long way from Mont St. Jean, but a French column coming down the Thil-Dyle river corridor forces the PAA to retreat no matter what the situation at QB or Nivelles. Perhaps more important, the French open up a second front along the LaLasne River. It has been the case in all too many games that the PAA retreat to Mont St. Jean and form a line, the French follow and form a line, casualties are traded, and finally the Prussian IVC arrives and carries the field. A second front would spread the weakened PAA much thinner, making a breakthrough that much easier.

However, since Tilly is so far from the final objective, time is of the essence. The PAA forces must be destroyed quickly. If the Prussians at Tilly are positioned the way I detailed last month, they can be hit from four sides. Assuming two soak-offs are needed, 56 French attack factors can still be massed against the position. This is more than sufficient for three 3-1 attacks against the 6-4's. The hard part is juggling the factors so that three separate battles are possible; it's difficult, but it can be done. Several 5-4's are required, so the third and fourth corps must be temporarily dispatched to Tilly. In conjunction with this, see and 3 or 4 heavy cavalry units on a wide sweep to the east, landing on square Y-13. On the next turn, crack the eastern river line by moving to X-14. This will widen the Prussian front considerably, and use up his delaying units that much faster. Assuming average luck, two Prussian infantry divisions will be destroyed (one exchange, one elimination). On the next turn the imperial guard and the remaining cavalry will drive down and attempt to finish the job.

The imperial guard should reach the LaLasne River area well in advance of the Prussian IVC, and, because of its position, will prevent it from linking up with the weakened PAA troops in the Mont St. Jean area. If the French command shows sufficient speed and decisiveness in this plan the odds are on their side. Good luck... Bernard W. Bopp, 2117 Bogart Ave., New York, N.Y. 10462.

Definite Edge to the Japs
Victorio Gervol

To anyone who has played Midway a few times it soon becomes evident that the Japanese have a definite edge. This does not, however, mean that the Japanese cannot lose, on the contrary if they make one mistake it may cost them the game. Therefore, the Japanese must make full use of their ships and aircraft.

In my opinion the Japanese should not bring on any aircraft carriers until 0500 June 4th. The main reason being the Japanese submit themselves to two extra B-17 raids and also lack the cover in the face of a normal air raid. They should bring on the Light Cruiser Nagara and possible Tone so as to be able to call out search zones, however. When the Japanese do come on at 0500, their fleet should be grouped as follows: Car-riers Akagi and Kaga, Battle ships Haruna, Kirishima, Kongo, and Hiei, Cruisers Mikuma, Mogami, Chickama, Chokai, Myoko, and Hago. With this fleet a B-17 raid will sink a carrier 1 out of 6 times and a normal air raid does little damage even with average luck. With this fleet the Japanese should at least be able to prevent any serious damage to the American fleet. Once the Americans have been spotted Soryu, Hairyu and Zuiho should be brought on behind a cruiser screen of Kumano, Suzuya and Yura. Note: these carriers should be brought on at the earliest possible moment in a different area so as to lessen the effect of Americans spotting of all of them. Atago should be brought on alone or at night to lessen the chance of a B-17 raid or an American air raid during the day.

A few hints on air raids
When launching an air raid the Japanese should split up their attack by hitting every American ship on sides plus one dive bomber squadron on top. Note the Americans have 11 ships and can therefore screen only 11 sides or tops of ships. The American ships have 44 sides so you can see what an attack by many single T's can do and with the dive bombers coming in on top of the American fleet is badly shot up. Example: Average Japanese attack on main American fleet with 31T's and 28D's plus fighter cover.

AMERICAN FORMATION

Variation: Strip off 17 from North H. Astoria, Portland & Pensacola throw at carriers

Total T's 31
D-6 on top of each carrier
D-1 on every cruiser
D-2 on 2nd wave against AH. Cruiser or Carrier of your choice

Note: these carriers should be brought on at the earliest possible moment in a different area so as to lessen the effect of Americans spotting of all of them. Atago should be brought on alone or at night to lessen the chance of a B-17 raid or an American air raid during the day.

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American attack, they should keep their fighters on CAP and the remainder of their aircraft out just flying, so as to prevent the Americans from getting a "free" air raid.

Hosho and Zuibho aircraft can now be used either to eliminate remaining American forces or to mop up Midway.

There is a certain amount of risk in the above plan but I believe if the Japanese player is tactful and deceiving he can win nine out of ten games.

I wish to point out that the Avalon Hill Midway game lacks one more Japanese ship the light cruiser Jintu which should come on at 0500 on June 4. Also I would like to say that in the interest of realism and fair play B-17 attacks on Atago should be prohibited as in the real battle there were 15 Japanese transports and I doubt whether one B-17 raid could sink them all.

I would urge all Avalon Hill war gamers to read the book "The End of The Imperial Japanese Navy" by Masanori Ito, a detailed account of the Japanese Navy in WW II. It also has a detailed account of all major naval engagements from the Japanese point of view. Good luck and Banzai....

Victor J. Gervol, Jr., 5131 Juniotia St., Duluth, Minn.

Invitation to Disaster
by William Creamer

After reading "Best Stalingrad Defense Ever" by Ron Bullis, in the July issue of The General, I decided to set it up and see if it was as good as Mr. Bullis claimed it was. After setting it up I checked his locations three more times and experimented with it for two hours before writing this article.

His so called "best defense" gives the German player an opportunity to win the campaign on the first move. The positions of the Russian troops south of the Pripyat Marshes and on the Finland Front are very good indeed. In both these areas it would be highly difficult for the German player to mount a successful offensive. These positions are useless however, when the German closely studies the Russian dispositions which offer no reasonable hope of adequate compensation.

First, we can observe the following general weaknesses. The Finnish Front has an artificial, contrived look to it that indicates an uncomfortable compromise. It is too strong for a purely defensive role and yet lacks the punch for a quick, decisive liquidation.

The two heavy infantry units (3 and 28) are tied down with work that a pair of 5-7-4's could do just as well and, therefore, can be considered as wasted for practical purposes. Both of the above errors violate the principles of concentration and economy of force. The failure to occupy squares jj-12 and gg-11 or gg-12 is inexplicable, and makes the south central front much weaker than it would have to be. This failure is tantamount to surrendering the Carpathians without a struggle. It is all the worse for the fact that the error cannot be rectified.

Square s-18 is too weak permitting the Nemunas River Line to be cracked on the first move. Presumably, the hope here is that the German will be sufficiently self-destructive to cross the river with a stack of heavy units, permitting himself to be mousetrapped. As usual, however, it is a questionable tactic to rely upon your opponent for mistakes. Similarly, nn-14 also falls on the first move without even the necessity of committing heavy units to the attacks. While the Prut Line is hardly indispensable, it seems pointless to yield it so easily and so early. Moreover, the terrain of the Prut Bend precludes any effective counterattack, so that this deployment cannot even be considered an obvious trap.

Brest-Litovsk is too weak. It falls on turn one as well, flanking the Bug River line, and exposing z-18, 19 almost immediately. The German can be, and should be delayed at Brest-Litovsk at least one move turn. In any case, he should not be permitted, as he is in the text set-up, to concentrate eight pieces on Brest-Litovsk on the first turn.

Summarizing, this defensive set-up gives the Germans too much too early, and at too little risk. All things considered, this defense is probably playable. The Russians have considerable staying power, if handled properly. Nonetheless, better defenses have been beaten.

In the interests of brevity, the details of a German first move will be left as an exercise for the reader...

Raymond Utz, 208-1 NW Rockledge Place, Huntsville, Alabama.

"The Perfect Russian Placement" Criticized
by Raymond Utz

I am moved to comment briefly on Scott Geller's Perfect Russian Placement. In the first place I am inordinately suspicious of "perfect" defenses and attacks. In the second place there are several blatant weaknesses in this set-up which offer no reasonable hope of adequate compensation.

First, we can observe the following general weaknesses. The Finnish Front has an artificial, contrived look to it that indicates an uncomfortable compromise. It is too strong for a purely defensive role and yet lacks the punch for a quick, decisive liquidation.

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Raymond Utz, 208-1 NW Rockledge Place, Huntsville, Alabama.

You Can Defend All Areas
by Brenton Ver Ploeg

Upon reading an "impregnable defense" for Stalingrad in the General, I thought that I would at least offer a unique defense for D-Day. While I cannot assure total and complete victory, nor can I claim to be infallible myself, I offer the following...

While I find no real fault with the retiring type of defense in D-Day, I personally feel that a different system can be utilized to great effect. Briefly, I advocate the defense of all areas. Playing under the new set of rules, this would exclude South France. The basic purpose of such an aggressive defense is a repulsion of the first invasion, and at worst the use of Strategic Air Attacks far from the borders of Germany. The defense is as follows:

Static divisions (1-2-2) on:
F-13 P-26 L-21 S-32
G-14 Q-27 L-21 S-32
G-14 Q-28 L-21 V-38
G-14 Q-28 M-22 AA-41
I-16 R-29 M-22 FF-41
I-16 R-29 M-23 HH-42
I-16 R-30 N-24
H-15 R-30 O-25
L-20 S-32 O-25
OPPONENTS WANTED

From: Military Governor of Maryland, Cumn, 4118 Glen Park Rd •• Balta., Md. ka Korps, D-Day ('65 version), Gettysburg. I am willing to play any side Korps, Stalingrad, or Bulge (with all

ordered, airborne, horse-artillery will

Mightiness, The Archduke of Andorra, take either side in: A. K., Stgd., Bulge. I am ready to start my victorious rec-

commander in chief of the Confederate

defeat is my aim. For best surrender

ienced Wellington. Live or by-mail. Please contact: Vernon

American's! This is your chance to

Affrika Korps, either side, battle with all.

ON contrary to excellent player in San Francisco. This excel-

Show me how wrong you are. The new world order is here. I am interested in contacting adult-type

Wish to start with Mrika Korps, either side, battle with all.

men, 186 Price Way, Folsom, Calif.

since the Confederation of the West has

Turning point in play a game of Diplomacy

Winston Churchill's Prophecy that there will be no war in the

sire to join. Players are needed to

be hidden. If interested, write: Larry

701 N. Hope St., Phoebus, Va. 23363.

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the Grand Pablic of War, Washington, D.C.

MALCOLM X, a political leader and activist, has finally made

The newly formed Central Square War

The newly formed Central Square War

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the first 25 people who indicate a de-

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because the US has finally mobilized

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The newly formed Central Square War

Since the Confederation of the West has

Lakewood, Ohio 44107 or Jack Greene,

because the US has finally mobilized

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Winston Churchill's Prophecy that there will be no war in the

hordes. The peninsularian Empire.

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6 years experience in A. H.

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Headquarter Units on:
O-24, D-10, Q-25, N-21, T-34,
U-32, S-28, HH-40

Paratroop units on:
(1-1-3): H-14
(3-3-3): F-13
(5-5-3): J-17

Reserve units on:
(5-5-4*: X-14, X-14, N-9
(2-2-4): N-9
(6-6-4): C-5
(3-3-4*: D-5, D-5)

You will note that invasions can be
repulsed in all invasion areas save
Brittany within five moves or so, with
average luck. An invasion in Brittany
can be bottled up for some time before
a breakthrough is achieved. In either
case, the object is to spot the German
approximately ten moves head start.
With flagrant use of the eight strategic
air attacks, it is possible that the
Allies will be able to stay ashore, but
most of them will be required for such
an effort, and they cannot be used when
the German lines are less flexible.

But what of the areas close to
Germany? Are not those underdefended by
such placement? Indeed, a successful
invasion here finds the great majority of
the German Army far distant, but
exactly what are the chances of a suc­
cessful invasion? Let us initially con­
cede that these three areas are NOT
"impregnable." My point is that they
needn't be. Here I must take issue with
the Avalon Hill statement to that effect.

The chances must merely be made
highly unlikely, for who wants to risk
their game on the one in six or seven
chances that he will be sufficiently suc­
cessful to guarantee victory? The de­
defense is thus a combination of military
lines and psychological warfare. Even
at that, only two 2-1's can be achieved
along the entire coast line from the
North Sea to Le Havre, inclusive. 50-
50 odds are not conclusive to success.
In actuality, there is only a 30% chance
of tactical success with 1-1 odds in as­
saulting a beach head.

No time has been devoted to South
France, but a 4-4-3 can be transferred
from F-10 to TT-40 to guard against a
force of Allies seizing the inland ports
in the Bay of Biscay.

In any case, if the first invasion can
be repulsed, full reserves can be shift­
ed to German lines in the second, in addition to the ten
move advantage garnered from such.
All this is not to deny that lines of de­
defense closer to Germany, already elabor­
ated upon in the General, are not ex­
cellent and cannot be utilized. It seems
to me that this type of aggressive de­
defense here outlined does not replace,
but rather supplements, these lines.

Any comments should be addressed to
Brenton Ver Ploeg; 307 1st Avenue
East, Oskaloosa, Iowa 52577.

Question Box

BULGE:
Q: Suppose the 1SS attacks and defeats
a Unit on RR7...he then moves onto
the square vacated by that Unit. But
the Units in RR6 and RR8 are engaged
thus the Americans don't do anything
in that sector. Can the ISS back out of
that square on his next turn.
A: Absolutely not...pulling back would
mean moving through enemy zones of
control. Thus the ISS has unwittingly
committed itself to battle by advancing
after combat on the previous turn.
Q: After an engaged has been rolled,
can the attacker bring up reinforcements
if the defender does not exercise his
option to do so.
A: Yes.

U-BOAT:
Q: Are two or more DE's allowed to
attack 1 Sub at the same time while the
Sub is submerged?
A: Yes.

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basis, is a series of ten (10) mono­
graphs about specific topics, not only
battles, but on military history in
general. "Kampf!" is the name of this
series of 5 1/2 x 8 1/2, 16 to 24 page
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able you to fully understand and ap­
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Brooklyn, New York or Jim Dunnigan,
8512 5th Avenue, Brooklyn, New York.

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Blue and Gray Book List

Catton, Bruce

AMERICA GOES TO WAR.
Middletown, Conn., Wesleyan University

"Based on a series of lectures given
by the author at Wesleyan University.
Mr. Catton ranges informally but au­
thoritatively through such Civil War
related topics as the impact of the new
weapons introduced in the conflict on
tactics, the employment of political
generals in the North, the psychology
of the citizen soldier, the repression of
civil liberties in wartime, and the ca­
cer of U. S. Grant as president."

Cochran, Hamilton

BLOCKADE RUNNERS OF THE
CONFEDERACY.
Indianapolis, Bobbs-Merrill, 1958.

"Hamilton Cochran is concerned with
personalities and adventures of those
who defied the Federal blockade rather
than the strategic picture or the naval
problem." General matters such as
effects of blockade on living conditions
in the South are also discussed. "Civil
War buffs who want a glamorous view
of personalities and adventures will find
this volume readable and exciting."

Out of Stock Items...

The following items are now obsolete
and can no longer be obtained from
Avalon Hill.

1. Troop Counters for Gettysburg
hexagonal-grid game.
2. Troop Counters and Order of
Appearance Cards for Gettysburg '58
copyright game. (However these items
have been updated and the original
square-grid Gettysburg game can be
refurnished by ordering '64 troop
counters, Battle Manual, Time Record
Card and Order of Appearance Cards.
$1.50 total cost.)
3. Volume I, Nos. 1 (May '64) and
4 (Nov. '64) for the "General."

Please take note that Troop Counters
must be ordered in complete sets...in­
dividual Units cannot be sent. Also
available are sets of 169 blank Count­
ers, Waterloo size, that contain no
printing or colors. These all-white
counters cost. 50¢ per set.
Plain mapsheets for "do-it-yourselfers" are available for $1.00 each.
These sheets are unmounted white card­
board containing only the hexagons.
They are sent to you rolled up in a mail­
ing tube to prevent creasing of the 22" x
28" sheet. No other sizes are available.

For current Replacement Parts List,
send a self-addressed envelope contain­
ing one 5¢ stamp...8¢ for airmail.